This book was produced in EPUB format by the Internet Archive.

The book pages were scanned and converted to EPUB format automatically. This process relies on optical character recognition, and is somewhat susceptible to errors. The book may not offer the correct reading sequence, and there may be weird characters, non-words, and incorrect guesses at structure. Some page numbers and headers or footers may remain from the scanned page. The process which identifies images might have found stray marks on the page which are not actually images from the book. The hidden page numbering which may be available to your ereader corresponds to the numbered pages in the print edition, but is not an exact match; page numbers will increment at the same rate as the corresponding print edition, but we may have started numbering before the print book's visible page numbers. The Internet Archive is working to improve the scanning process and resulting books, but in the meantime, we hope that this book will be useful to you.

The Internet Archive was founded in 1996 to build an Internet library and to promote universal access to all knowledge. The Archive's purposes include offering permanent access for researchers, historians, scholars, people with disabilities, and the general public to historical collections that exist in digital format. The Internet Archive includes texts, audio, moving images, and software as well as archived web pages, and provides specialized services for information access for the blind and other persons with disabilities.

Created with hocr-to-epub (v.1.0.0)

OVER THE HEDGE™
EVERYONE 10+
E
10+
CONTENT RATED BY ESRB
Vanilla Flavor
ACTIVISION®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM. Avery small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, | or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play. WARNING TO OWNERS OF PROJECTION TELEVISIONS: Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen. USE OF UNAUTHORIZED PRODUCT: The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots. HANDLING YOUR PLAYSTATION 2 FORMAT DISC: e This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation. e Do not bend it, crush it or submerge it in liquids. © Do not leave it in direct sunlight or near a radiator or other source of heat. e Be sure to take an occasional rest break during extended play. e Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

The text on this page is estimated to be only 24.57% accurate

Table of Contents GetbiNR Started. 24 fyis.c aqd inane paras com on SOY a4 XG Ors HEE ORS 2 Stati Us yctieants aise csneiaiars Mrathannntwe Shae gs oe ate, see ecochavete Seueanaeoes 3 Over thé Hedge: The: Gate: nites avcege wakadied 4G BE Raa 4 Game COntHOISs

Getting Started’ MEMORY CARD slot 2 MEMORY CARD slot 1 disc tray RESET button OPEN button USB connector controller port 1 controller port 2 * Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the OVER THE HEDGE™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software. Memory Card (8MB) (for PlayStation®2) To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up DUALSHOCK˚2 ANALOG CONTROLLER CONFIGURATIONS L2 button L1 button R2 button R1 button directional buttons left analog stick left analog stick (L3 button when pushed down) SELECT button ANALOG mode button START button right analog stick (R3 button when pushed down) To select menu options, use the # and § directional buttons to navigate. Highlight the desired option and press the &% button to accept. To select a menu option, follow the on-screen button prompts and press the € button to accept and the @ button to go back. Over the Hedge™ supports the DUALSHOCK?®2 analog controller. When Analog mode is on, the left analog stick works the same as the directional buttons. y 4

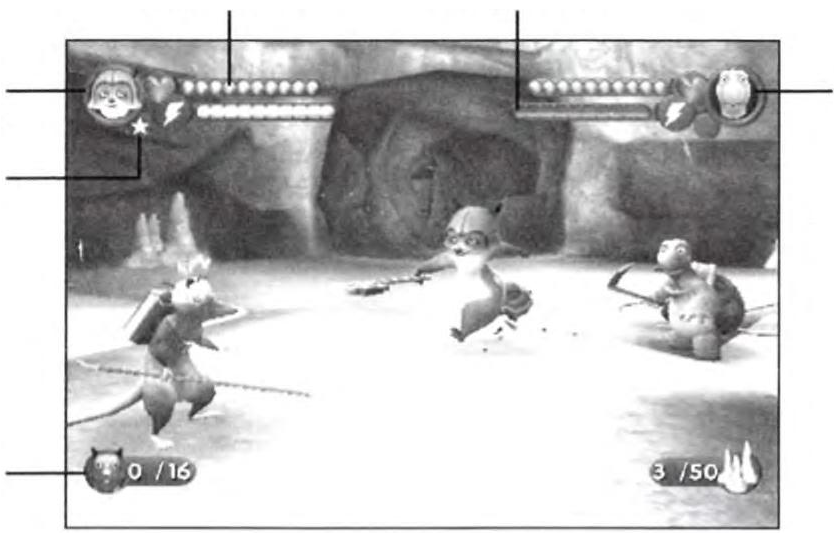
Over the Hedge: The Game Verne, a protective turtle, and his family of woodland creatures have spent a long winter hibernating. They awaken to find a mysterious green leafy wall along the edge of their home—the hedge! Just as the animals are pondering their next move, out pops RJ, a charming raccoon who's lived with humans for years. RJ is eager to help...almost too eager. RJ takes them over the hedge and introduces them to Rancho Camelot Estates—the food, the humans, the food, the gadgets...and did we mention the food? Verne, ever cautious, is skeptical of RJ at first, but the wafting aroma of tasty treats proves too strong for the critters to resist. Together they begin raiding suburbia for its treasures of cookies, pizza and various gizmos. Not long after their adventures begin, Gladys Sharpe hires Dwayne, an exterminator. Gladys is the president of the Rancho Camelot Homeowners Association, and she takes this “vermin infestation” very seriously. Dwayne specializes in camouflaged traps, and he begins placing them throughout the neighborhood. Navigating the backyards has never been tougher. The animals have to dodge traps and avoid obstacles. If that’s not enough, after his first traps backfire, Dwayne raises the stakes by inventing a control cap that pits animal against animal! The stakes are high! Can you help our woodland friends in their suburban adventure? In your quest, play by yourself or with a friend as Verne the turtle, RJ the raccoon, Hammy the squirrel or Stella the skunk; they’re the best the animal world has to offer! ar

Game Controls Adventure Controls left analog stick Move character/Target golf attack € button Jump € button + & button Double jump ® button Melee attack, throw item you are carrying Press + hold @ button Lunge attack + Release ® button Energy attack ® button + hold Spinning energy attack © button Interact with, pick up or activate objects, drop object you are carrying Press + hold © button, Ranged attack left analog stick + release START Hold §GEM button GES button Switch character (single-player mode only) button Switch weapon € button on Controller 2 | Enter game for multiplayer Driving Controls | Button iL Action CS ® button Brake/Reverse button Boost button Boost START Note: Multiplayer driving games must be launched from the corkboard in the woods. The second player must enter the game before launching a driving mini-game.

Button	Action
left analog stick	Move character/Target golf attack
⊗ button	Jump
⊗ button + ⊗ button	Double jump
▣ button	Melee attack, throw item you are carrying
Press + hold ▣ button + Release	Lunge attack
△ button	Energy attack
Button	**Action**
left analog stick	Steering
⊗ button	Accelerate
▣ button	Brake/Reverse
R1 button	Boost
L1 button	Boost
START	Pause

The Woods Choose a Level to Play — To explore a new area in the neighborhood, go to the corkboard and press the ® button to access the Game Mode selection menu. Use the directional pad or left analog stick to move and highlight the Game Mode you want to play. Press the €@ button to play a new mission or a mini-game. Press the and buttons and scroll through the pages of levels that you have unlocked. Press the @ button to exit the corkboard and return to the woods. Choose a Character — To change the characters you're using, get near the playable character of your choice and press the © button. Examine your Loot — Items you've found in the neighborhood will appear in the woods. All looted items will activate when you get close to them. Wear a collected hat by moving to the Hat Rack Tree and pressing the © button to view your hats. Highlight the desired hat using the directional buttons and press the € button to wear a hat. Press the @ button to leave the Hat Rack Tree with your desired hat. Menu Contrals t, &, = = — Navigate menus. @ button — Press button to accept. ® button — Press button to go back to previous menu or cancel. Main Menu Components Continue — Lets you play a previously saved game. New — Start a new game. Options — Adjust audio, video and other game options. Extras — View additional content that you can unlock by locating the hidden items throughout the game. Extras include comic strips, movie clips, concept art and game music. Credits — View the names of the people who worked on the Over the Hedge™ video game.

On-Screen Display Health Meter Energy Meter Character rp Ame 4 Character Portraits > ——- : Portraits Player Star Counter Display Character Portraits — Character portraits are in upper left and right corners of the screen. Health Meter — The health meter shows the current health of the character. Each time a character takes damage, a dot disappears from the meter. When a character runs out of dots, stars appear over their head and they're "knocked out." Pizza and nacho chips add dots of health back to the health meter. Energy Meter — The energy meter shows a character's current energy level. When you perform special attacks with the @ button, you drain energy from this meter. If you don't have enough energy for certain special attacks, you cannot perform them. Soda and candies add energy back to the energy meter. Player Star — Below the character portraits is a small star. In single-player mode, this star indicates which character is player 1 (human controlled) and which character is player 2 (computer controlled). Counter Display — When you pick up certain items, or when items are required for objectives, the counter display appears along the left side of the screen to let you know what.to do next. VN



Options Menu Components Audio — Modify effect, music, movie volume and sound mode. Video — Subtitles. Game — Modify controller vibration and difficulty. Pause Menu Components Options — Lets you adjust audio, video and other game options, as listed in Option Menu Components. Restart — Restarts game from the beginning of the current level. Exit to Main Menu — Lets you exit to the main menu. Return to Woods — Lets you exit back into the Woods. Saving a Game Saving will occur automatically at the end of each level sequence. The save will include the current level, pick-ups collected and all unlocked mini-games. Game Modes Adventure Explore the ’burbs by yourself or with a friend. It’s a treacherous journey littered with traps and hazards. Armed with golf clubs, hockey sticks, pingpong ball launchers and your desire for partially hydrogenated anything, you'll take on new obstacles to complete your missions. While on your missions, look out for interactive objects you can pick up and use; you will recognize them by the blue glow around the object. When you're close enough to an item, the © button will appear over it, telling you that the object is ready for use. Single Player This mode allows you to navigate and enjoy the game at your own pace. With the added help of a computer-controlled buddy, you’ll be able to explore and conquer things on both sides of the hedge.

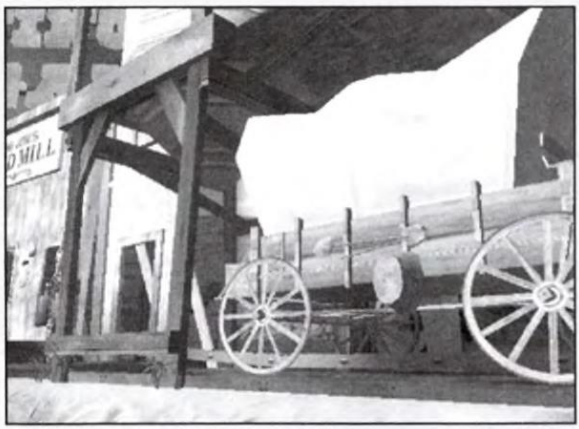
Multiplayer Get a friend to participate for exciting two-player action! The game automatically detects installed controllers so an additional player can join a game in progress by inserting a controller and pressing the & button, or exit the game through the Pause Menu. Together you can gang up on enemies and show them who rules the hedge! Note: Two-player driving games need to be launched from the woods. Characters Verne the Turtle — Caring, selfless and hard-working, Verne is also neurotic and insecure. As the leader of our animal community, Verne wants to protect his "family" at all costs. To him, this means maintaining the status quo. But as RJ's cool charisma slowly wins over the other animals, Verne begins to question himself and what's truly best for his family. RJ the Raccoon — A charming small-time scavenger, RJ takes life — and everything else — as it comes. But when he takes a little too much, his carefree life is threatened. To get out of this mess, he has to make the haul of a lifetime, conning a truly lovable bunch of animals in the process. Can he really break their hearts to save his own hide? Hammy the Squirrel — Hammy's childlike innocence comes with a full dose of childlike hyperactivity and a bracing way of innocently speaking the truth. Hammy practically vibrates with enthusiastic energy. Not the brightest bulb, but charming and sweetly naive. Stella the Skunk — Stella feels that nature dealt her a lousy hand. After all, her talent is that she stinks. It's given her a cynical outlook on the world. Stella tolerates no fools, but she's especially hard on herself. Although, when given the chance to save her animal friends and home, Stella truly struts her stuff!

Vincent — Vincent the bear can be pretty grumpy when someone wakes him up from hibernation. RJ finds this out the hard way and has a lot of explaining to do. One thing is for certain, mess with a bear’s food and he won’t forget it! Gladys — Gladys is the president of the Rancho Camelot Estates Homeowners Association. She rules with an iron fist and isn’t about to let a bunch of filthy vermin overrun her home. She enlists Dwayne the Exterminator to do her bidding, to once and for all rid Camelot Estates of the animal invasion. Dwayne the Exterminator — With a single-minded goal of eliminating all vermin from the human world, Dwayne won't rest until his work is done! Traps, lasers, motion detectors and turrets are only a few of his methods. Even more dangerous, he’s now fit many critters with mind-control caps that force them to do Dwayne’s bidding and attack any member of Verne’s animal family. Mini-Games RC Racers Race RC cars on assorted tracks by yourself or with a friend. First one over the finish line wins! Bumper Carts The woodland creatures seem to be adapting to suburban life, so much so they've even learned to drive golf carts. Play by yourself or with a friend, smashing and ramming each other’s cart until there’s only one left running. Range Driver It’s time to test your mad golfing skills! Play by yourself or with a friend in timed golf target-shooting challenges.

Pick-Ups & Collectibles Nacho Chip — Replenishes one dot on your health meter. Pizza — Replenishes the entire health meter. Candy — Replenishes one dot on your energy meter. Soda — Replenishes the entire energy meter. Hats — Protects from five dots of damage. DVDs — Each disc unlocks an extra in the Extras menu. Find them all! Can of Chips — Adds a permanent extra dot of health when 3 you collect 20. Box of Cookies — Adds a permanent extra dot of energy when you collect 20.

Weapons Ping-Pong Launcher — Fast-firing and powerful. Ice Launcher — Stops enemies in their tracks. Fire Launcher — Gives your enemy a hot foot they won’t ae ‘| soon forget! Bubble Launcher — Blow rapid-fire gas bubbles at your foes. Locations The Woods — This is home for all the woodland creatures. Throughout the game you'll return here to see all the goodies you’ve taken, select levels/mini-games and change characters. The Hedge — The ominous hedge: this is what separates the forest from Rancho Camelot Estates.

Rancho Camelot Estates — Rancho Camelot is the human community that has taken over your forest home. It’s also where all the yummy snacks are stored. Tread lightly because if Gladys sees you, she’ll call Dwayne the Exterminator! Western Theme Park — The animals venture even further away from their forest home when they enter this zany theme park. Avoid the park owner, the guard dog and crazy traps, and fight your way through the shooting gallery, a mini-golf course, and a final battle against the theme park owner to score the ultimate food prize! VermTech — This is where Dwayne the Exterminator devises his evil plans and creates the latest hi-tech artillery for his war on vermin. Your survival skills will truly be put to the test in this ultimate battle! Vincent’s Cave — Vincent the bear lives here. If Vincent sees you, watch out! You'll have to be quick on your paws to avoid his craving for forest critters.



VermTech
Institute

Gameplay Hints Revive — As characters are knocked out, there are two ways to return them to the action: you can “nudge” them awake with your melee weapon, or you can simply keep on going and they'll rejoin you shortly. Attack Timing and Combos — Different melee attack moves can be executed by varying the timing of the inputs. Holding the @ button down (melee attack) and releasing can result in a stronger attack. Golfing/Ranged Attack — Quickly pressing the © button will result in a quick golf shot or ranged attack. Holding the © button down will allow you to aim the shot for better accuracy. Carry and Toss — Characters can pick up and throw many objects. The ® button will throw an item, while the © button will drop the item at the character’s feet. In some cases, carrying items can help you block enemy-ranged attacks. Timed Sequences — Platform jumping and hazard avoidance sections of the game require good timing to complete. Taking a moment to judge the timing of these areas should help you navigate them successfully. Hats — Throughout the game, you'll find various hats the characters can wear. In addition to being a lot of fun, you'll also find these hats give the character added health bonuses. Multiplayer (how to enter, how to leave) — At any time during a single-player game, a second player may enter the action simply by pressing the € button on the second controller. The second player may leave the game by pressing START and selecting Exit Two Player from the menu.

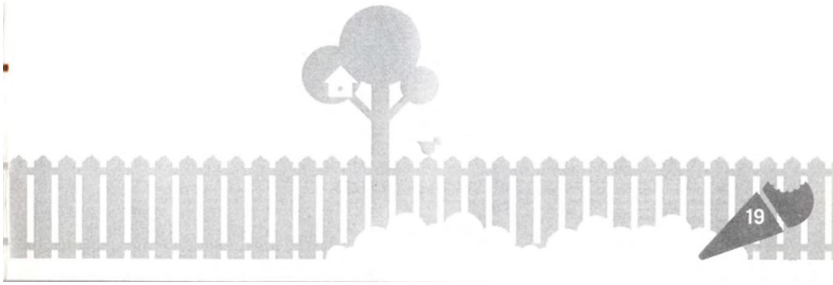
Edge of Reality CEO/Technical Director Rob Cohen Vice President Mike Panoff President Binu Philip Art Director Alan Johnson Creative Director Thomas Coles Game Director Laralyn McWilliams Project Managers Rich Santiano Bill Kim Lead Programmer Jacob Meakin Programmers Dave Barrett Dave Bellhorn Lonnie Fink Jonathan Hoof Ben Jackson Emanuel Masciarelli Johnny Salazar Ike Ton Jason Yenawine Lead Designer Rob Brown Designers Johnny Chu Vu Thai Dang Credits Eric Kinkead Gabe Leingang Johnny Luce Quentin Ramsey Joe Shely Justin Leingang Lead Scripter Chris Suson Scripters Mark Lewis Ryan Challinor Andrew Rousset Brian Coles Kim Gentry Frank Moran Lead Artist Billy Sullivan Lead Environment Artist Jason Moulton Lead Character Artist Tom Papadatos Lead Animator Chad Hranchak Artists David Bunn Stacy Dopson Russell Lingo Brad Marquez Jamey Moulton Jim Magill Jeremy Pantoja Shane Tarrant Brad Taylor Geoff Taylor Additional Art Jeremy Dombroski Danny Matson Ryan Tracy Kelly Goodine Karl Holbert Derek Robinette Audio Lead Stan Neuvo Audio Designers Homer Sanchez Luke Lovett Special Thanks Our families Janice Panoff Mark Kreitler Kristy Tipton Mike Thai DreamWorks Animation Sean Bishop Paul Elliott Andrea Frechette Anne Globe Tim Johnson Karey Kirkpatrick Amy Krider Richard La Forge John Moore Meaghan Nix Chevion Reese Rick Rekedal Craig Rittenbaum Kate Spencer y4

Activision PRODUCTION Producer Steven Rosenthal Senior Producer Michael Fletcher External Producer M. James Shulte Executive Producer Daniel Suarez Associate Producer Lalie Fisher Production Coordinators Daniel Firestone Vanessa Schlais Jeremy Evangelista Andre Kinnebrew Production Testers Robin Odlum Jim Rose Senior Localization Project Manager Mark Nutt Localizations Manager Matt Morton Localizations Consultant Stephanie O'MalleyDeming VP, North American Studio Laird Malamed MARKETING & PR Vice President, Global Brand Management Kim Salzer Global Brand Manager Packaging Design Michelle Turk Hamagami/Carroll, Inc. cbt ACTIVISION Brana Manager SPECIAL THANKS Cindy Liu Aaron Gray Manager, Ken Fox Activision Games Ryan Rucinski Lisa Fields Kelly Byrd te. Nicole Willick Publicist Suzy Luko Blake Hennion Marchele Hardin Lori Plager eee Jeff Chen g Deutsch Jay Komas Carl Schnurr Philiqerzian Allesandro Tento Chris Cosby Kevin Chu Kap Kang Matt Wilkinson Steve Pearce MUSIC Suzan Rude DEPARTMENT Rachel Silverstein Worldwide Executive Jennifer Daniels of Music David Pokress Tim Riley Matthew Hunt 4 4 Trailer Park Music Supervisor & Licensing coat James M. McDonald Brandon Young Sean Bishop Pre-Rendered Cinemas by CREATIVE SERVICES MK BE OES, VP, Creative Services : Denise Walsh Additional Game i ; Animation by acres Services SHABA STUDIOS niece Ann Mikulka ae Jeff Cooperman Steve Ekstrom David House Peter Tsacle Creative Services Assistant Manager Karen Starr Manual Design Associate Producer Ignited Minds LLC Melanie Lam

VOICEOVERS RY OZZiCia nos news Mew hor de ond Oe Sod, Baws eu Stephen Stanton Verne, Possum #2, Chihuahua #2 ..... Drew Massey FANT: whiceee-e ere eee ae. rah, neo akens care oieee siete: & Tom Owens 4 Stellat 25g rae apse ernr tahini is iaahs Apacs ale. os Paunita Nichols Heather cers tak. Gite dit.ots iene Skee tnuees ciate Sie «eso ac Natalie Lander RENN a carer: SRUns ees aces See SESE PR. GPAZ shaece meng Colette Whitaker , LEOUE (ROTWEILEK aycrdipsts vies ceratrekocn ioere ews hesek nadae 2 Bill Farmer GladySs MOMs cassis ments Int eie Gmers Gass aclaw are ais fore Susan Boyd Joyce Vincent, King Rat, Police Chief Dwayne the Exterminator, Rat #2 ieee en Jess Harnell ase Fred Tatasciore BUCKVings Pariimanaaieolaih oun aa ate wpa as sacA ahertie 068 Sami Kirkpatrick QUINONE airmen Mer wencieee avels ob cht aecteia"a asses be Madison Davenport SPIKGr a mecets Rates Pee dake tial circle ang cow eee et ene Shane Baumel Rufus, Theme Park Owner, Tiger .....005 Michael Gough MiTOMAtheMOlGtsy et mtamete tenes cae snooudcs chee uceextes ans Charlie Schlatter Possumi#l, (Rat #1;:Chihuahuai#l 0.20 5 3ia4 < 2) 3.45 Keith Ferguson IGS a peeneuetatauhe ieee wed cue olaties hoaces aveertbereb era firs Uepiagine. + sie Debi Derryberry SCRIPT WRITING MUSIC Original Script Writing Services Kelly Wand Additional Script Writing Billy Frolick Michael Fry T. Lewis SOUND WOMB MUSIC Casting & Voice Direction Margaret Tang Recording/Engineering/ " Editing/Voiceover EFFECTS DESIGN Rik W. Schaffer Original Score Composed by Michael Wandmacher Wild Wild Life Originally performed by Talking Heads Re-recorded by Michael Wandmacher Written by David Byrne Published by Index Music, Inc. Rockin' the Suburbs Recorded by Michael Wandmacher Written by Ben Folds 100% Careers - BMG Music Publishing, Inc. (BMI) o/b/o Free From The Man Songs LLC Over The Hedge™ comic strip created by Michael Frey and T.. Lewis QUALITY ASSURANCE/ CUSTOMER SUPPORT Project Lead Mike Ortiz Senior Project Lead Jason "Fox" Potter QA Senior Manager Tim Vanlaw TEST TEAM Floor Leads Robin Odlum Laura Landolf Gabriel Galaz

Database Manager Wayne Williams Testers Charles Moore Gianluca Gallo Jason Jackson James Bolan Geoffrey Olsen Robert Heck Pokee Chan John Caminiti Randi Pardo Rhonda Ramirez Sean Stamps Marcus Dorsey Phil Mendez Hideki Omega Chris Shanley Issei Nakamura Nik Doner Sr. Manager, Technical Requirements Group Marilena Rixford Sr. Lead, Technical Requirements Group Sién Rodriguez y Gibson Project Lead, Technical Requirements Group Aaron Camacho Testers, Technical Requirements Group Jason Harris Teak Holley Brent Toda Marc Villanueva David Wilkinson Sasan Helmi Robert Lara Kyle Carey Kenny Treantafillos Tomohiro Shikami Daniel Nichols Keith Kodama Christopher Keithley Alexander Inigo Customer Support Leads Gary Bolduc — Phone Support Michael Hill — E-mail Support CS/QA Special Thanks Jim Summers Jason Wong John Rosser Adam Hartsfield Jason Levine Matt McClure Nadine Theuzillot Ed Clune Evan Button Brad Saavadra Indra Yee Joule Middleton Todd Komesu Nicholas Westfield Vyente Ruffin Chris Keim Francis Jimenez Neil Barizo Chris Neal Willie Bolton Chad Siedhoff Jennifer Vitiello Jeremy Shortell Peter McKernan Mike Rixford Dylan Rixford Tyler Rivers Sara Button Chanel Campbell

Notes



Customer Support NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues. Internet: http://www.activision.com/support Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/ incident to us using the online support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem. NOTE: Internet support is handled in English only. NOTE: The multiplayer components of Activision games are handled only through Internet support. Phone: (310) 255-2050 You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays. Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements. Register your product online at www.activision.com so we can enter you in our monthly drawing for a fabulous Activision prize. OFFICIAL STRATEGY GUIDES BRADYGAMES

eT OLE EE EE SOFTWARE LICENSE AGREEMENT USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION"). UMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers notitle or ownership in this Program and should not be construed as a sale of any rights in this Program. OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement. 4 YOU SHALL NOT: ¢ Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below. * Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision. * Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part. * Remove, disable or circumvent any proprietary notices or labels contained on or within the Program. *

Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations. UMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value, This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION. When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $20 U.S. currency per disc replacement. Note: Certified mail recommended. In the U.S. send to: Warranty Replacements, Activision, Inc., PO. Box 67713, Los Angeles, California 90067 LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO

PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/ COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION. TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts. U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software' or 'restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted , Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405. INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws. INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement. MISCELLANEOUS. This Agreement represents the

complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreementis held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consentto the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. | Business and Legal Affairs, legal@activision.com.

EVERYONE Cartoon Violence e Crude Humor ESRB CONTENT RATING www.esrb.org CTIVISION. activision.com Over the Hedge TM & © 2006 DreamWorks Animation L.L.C. All rights teserved. Game © 2006 Activision Publishing, inc. Activision is a registered trademark of Activision Publishing, Inc. All rights reserved. Developed by Edge of Reality. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners. 81451.226,US

EVERYONE
10+
Cartoon Violence
Crude Humor
ESRB CONTENT RATING
www.esrb.org
DREAMWORKS
ACTIVISION
activision.com
EDGE OF REALITY
Over the Hedge TM & © 2006 DreamWorks Animation L.L.C. All rights reserved. Game © 2006 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing, Inc. All rights reserved. Developed by Edge of Reality. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.
81451.226.US